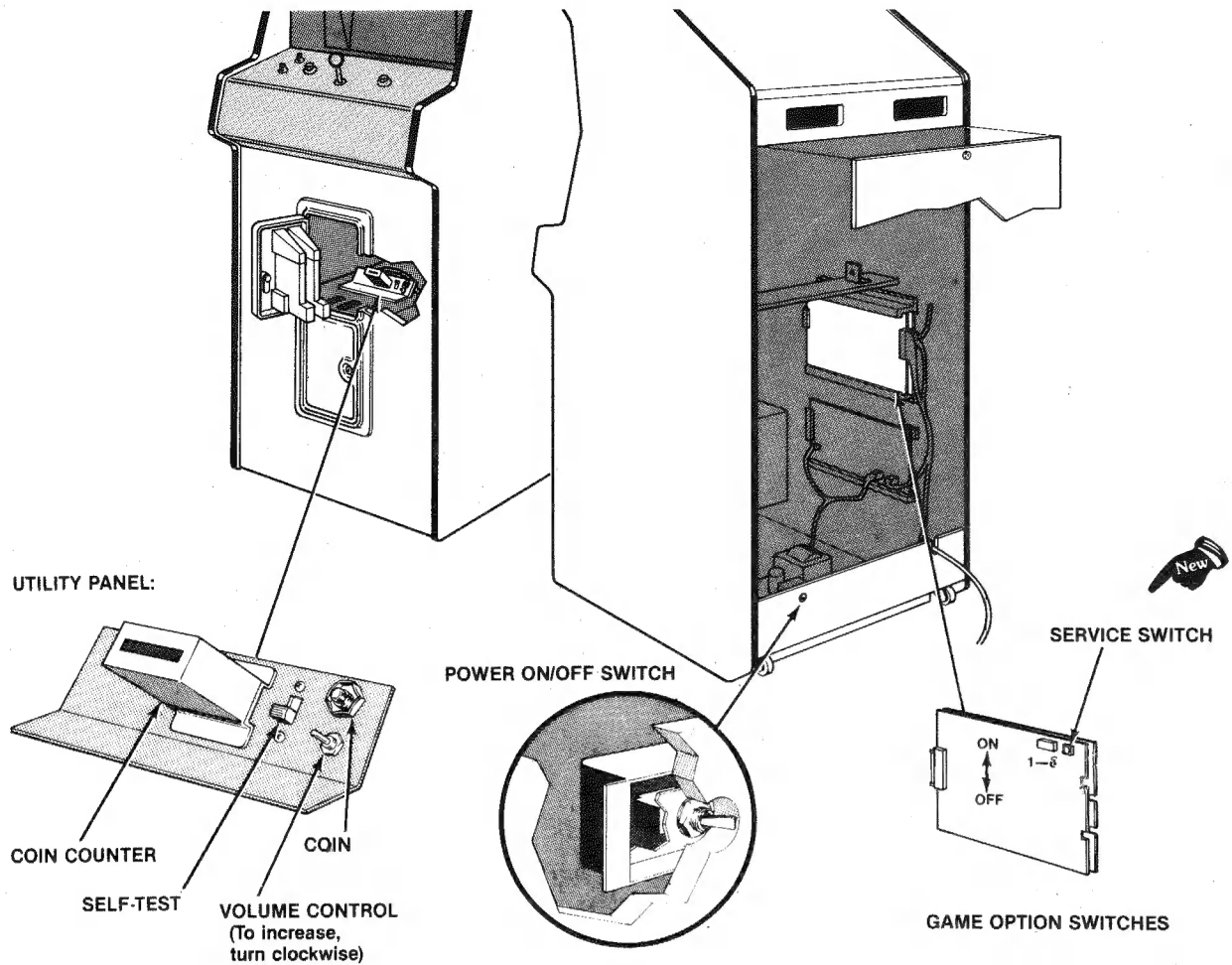
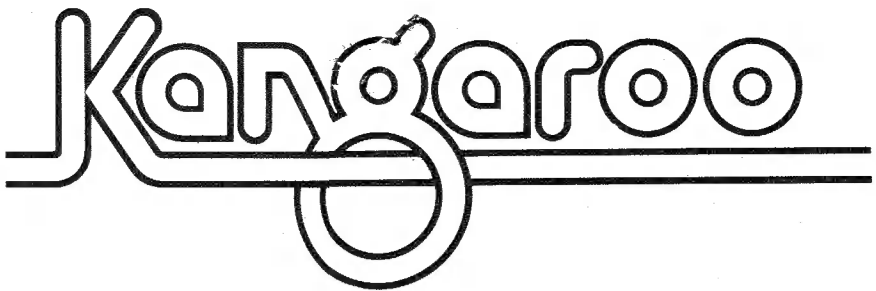


Important Note to Operators:

If the operation, maintenance and service manual was not included in this game when you unpacked it, contact your distributor to get a free copy. (All Atari manuals for coin-operated games also include complete illustrated parts lists.)



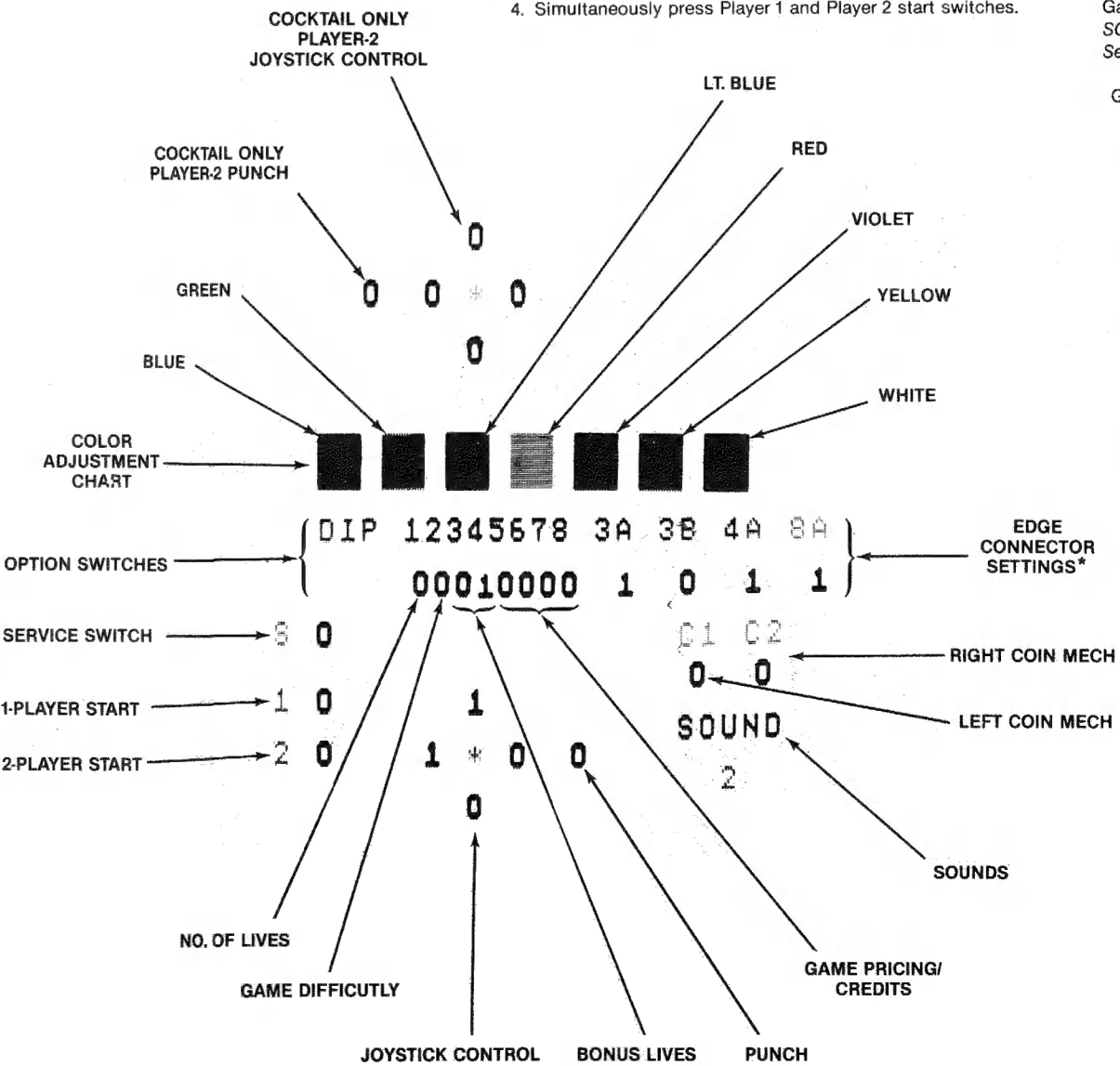
Option Switch Settings

The table below contains the switch settings for options relating to number of Kangaroo lives, game difficulty, bonus and price options. The switches are on the CPU PCB to the right of IC42 and are accessible when the PCB is mounted in place.

The coin mechanism(s) is a device on the inside of the coin door that inspects the coin to determine if the correct coin has been inserted. After this inspection, the mechanism either accepts the coin or rejects it.

Settings of 8-Toggle Switch on Kangaroo CPU PCB								Option
1	2	3	4	5	6	7	8	
Off								3 Kangaroo Lives
On								5 Kangaroo Lives
	Off							Easy game difficulty
	On							Hard game difficulty
		Off	Off					No Bonus Kangaroos
		On	Off					Bonus Kangaroo at 10,000 points
		Off	On					Bonus Kangaroo at 10,000, 30,000 and every 30,000 thereafter
		On	On					Bonus Kangaroo at 20,000, 40,000 and every 40,000 thereafter
								Left Coin Mechanism
								Games with one coin counter
				Off	Off	Off	Off	1 coin for 1 credit
				On	Off	Off	Off	2 coins for 1 credit
				Off	On	Off	Off	2 coins for 1 credit
				On	On	Off	Off	1 coin for 1 credit
				Off	Off	On	Off	1 coin for 1 credit
				On	Off	On	Off	1 coin for 1 credit
				Off	On	On	Off	1 coin for 1 credit
				On	On	On	Off	1 coin for 1 credit
				Off	Off	Off	On	1 coin for 2 credits
				On	Off	Off	On	1 coin for 2 credits
				Off	On	Off	On	1 coin for 2 credits
				On	On	Off	On	1 coin for 2 credits
				Off	Off	On	On	1 coin for 2 credits
				On	Off	On	On	1 coin for 2 credits
				Off	On	On	On	1 coin for 2 credits
				On	On	On	On	Free play
								Right Coin Mechanism
								Games with two coin counters
								1 coin for 1 credit
								2 coins for 1 credit
								1 coin for 3 credits
								1 coin for 2 credits
								1 coin for 3 credits
								1 coin for 4 credits
								1 coin for 5 credits
								1 coin for 6 credits
								1 coin for 2 credits
								1 coin for 4 credits
								1 coin for 5 credits
								1 coin for 10 credits
								1 coin for 11 credits
								1 coin for 12 credits
								1 coin for 6 credits
								Free play

◀ Manufacturer's recommended settings



Game sounds:

SOUND 1	Game melody
SOUND 2	Kangaroo jumping
SOUND 3	Kangaroo punching
SOUND 4	Kangaroo falling
SOUND 5	Kangaroo dying
SOUND 6	Apple falling
SOUND 7	Kangaroo punching apple or gorilla
SOUND 8	Bonus Kangaroo awarded
SOUND 9	Begin new level
SOUND A	Monkey dying
SOUND B	Kangaroo getting fruit
SOUND C	End of level
SOUND D	Bell ringing
SOUND E	Monkey column decreasing by one monkey
SOUND F	Gorilla taking Kangaroo's gloves
SOUND G	Kangaroo crouching
SOUND H	Apples falling from broken branch
SOUND I	Kangaroo climbing ladder
SOUND J	Kangaroo hopping

* These represent harness connections on the CPU PCB.
1 means the pin is shorted to ground in the harness.
0 means there is no connection in the harness.

Screen Shows	Pin on CPU Harness Connector
3A	C
3B	3
4A	D
8A	J

NOTE: 8A is a zero if you enter self-test mode by pressing the service switch on the CPU PCB.

Self-Test Procedure

Instruction

1. Set the self-test switch to on
2. Observe the seven colored squares.
3. Activate all switches: control panel, coin and service.
4. Simultaneously press Player 1 and Player 2 start switches.

Test Passes

The screen shows the self-test display. The ROMs and RAMs are tested. If the screen is different from the self-test display, refer to Chapter 2, Self-Test Procedure.

Colors are blue, green, light blue, red, violet, yellow and white. If colors are not as described, refer to the raster-scan video display manual.

The 0 changes to 1 as the switch is activated. If test fails, refer to Chapter 3, The Control Panel.

Push the joystick diagonally up and to the left. For proper game operation, both the top and left switches must close at the same time, and the top and left 0s should each become 1. Push the joystick diagonally up and to the right, repeating the same procedure. Both the top and right switches should close, changing the corresponding 0s to 1s on the screen. If the test fails, refer to Chapter 3, 8-Position Joystick Assembly.

Game sounds are produced and increment automatically from SOUND 1 through SOUND J. If test fails, refer to Chapter 2, Self-Test Procedure.